Sprite Extractor Tool

Created by Uee
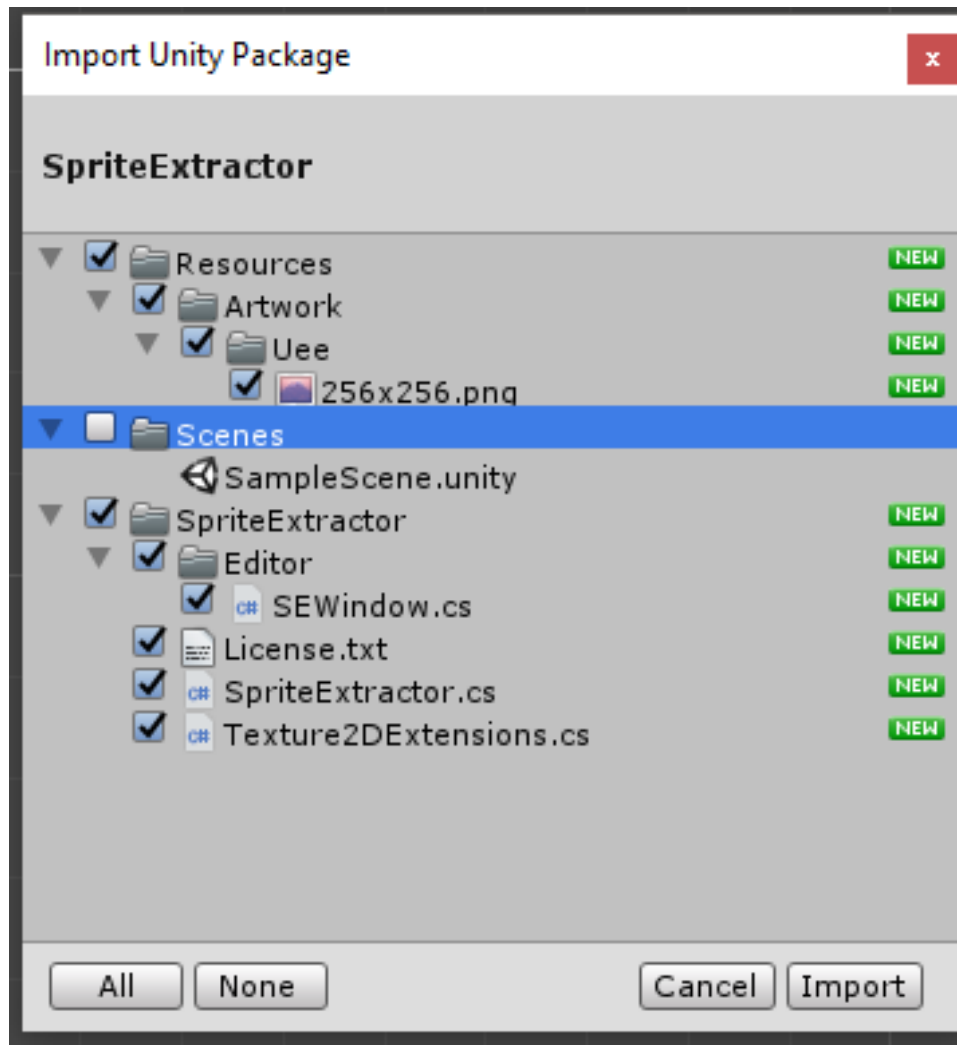
Contents

How to Use the Sprite Extractor Tool

1. Importing the Sprite Extractor Tool Package

You will need to Create a new Unity Project or Open an Existing one to Import the Sprite Extractor Package to.

1.1. Sprite Sheet Settings

You will need to import your Sprite Sheets into unity and make sure that your sprite sheet has the following settings enabled:

Sprite Mode = Multiple
Read/Write = Enabled

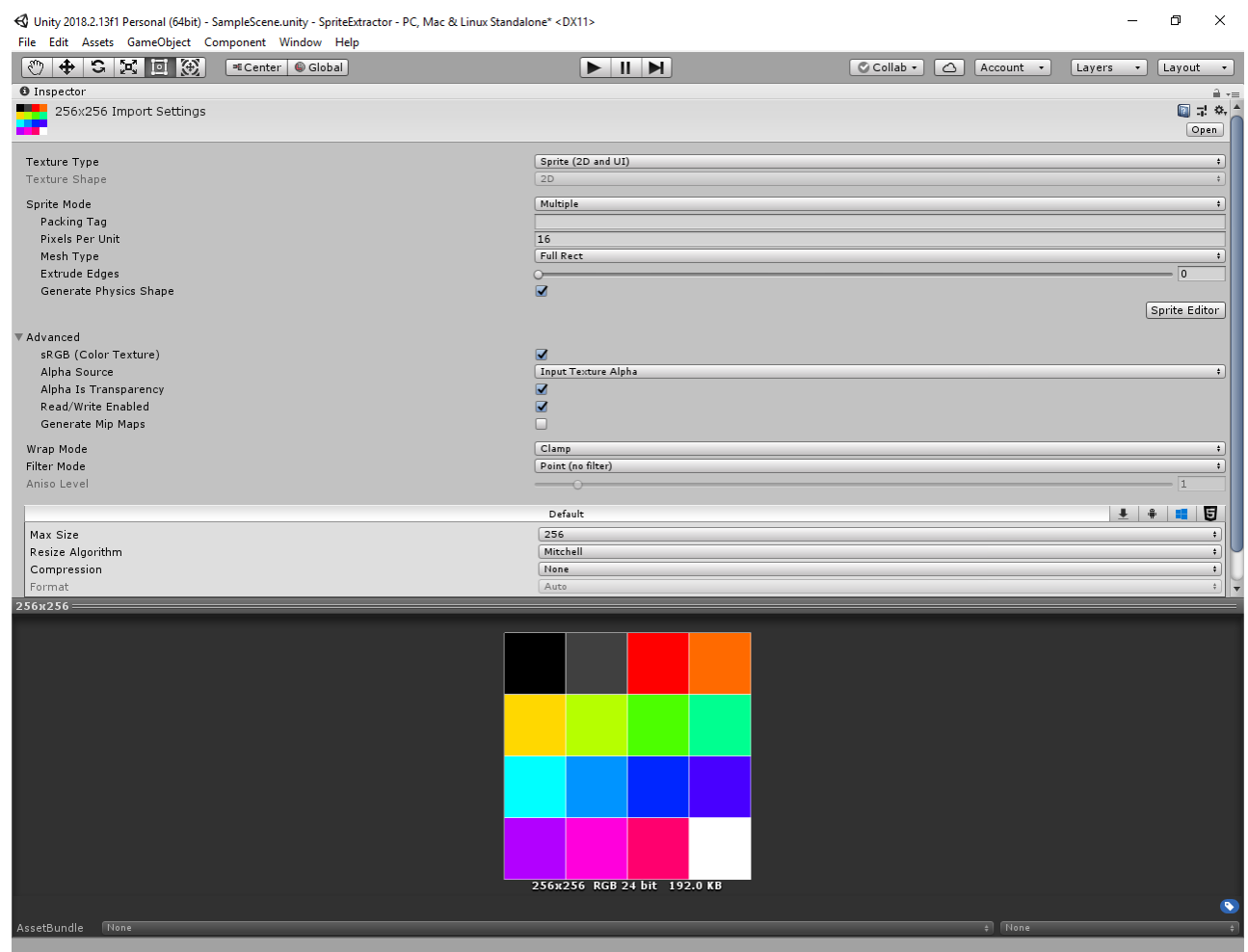For Removing white-space you will have to use the following settings:

Mesh Type = Tight
Extrude Edges = 1

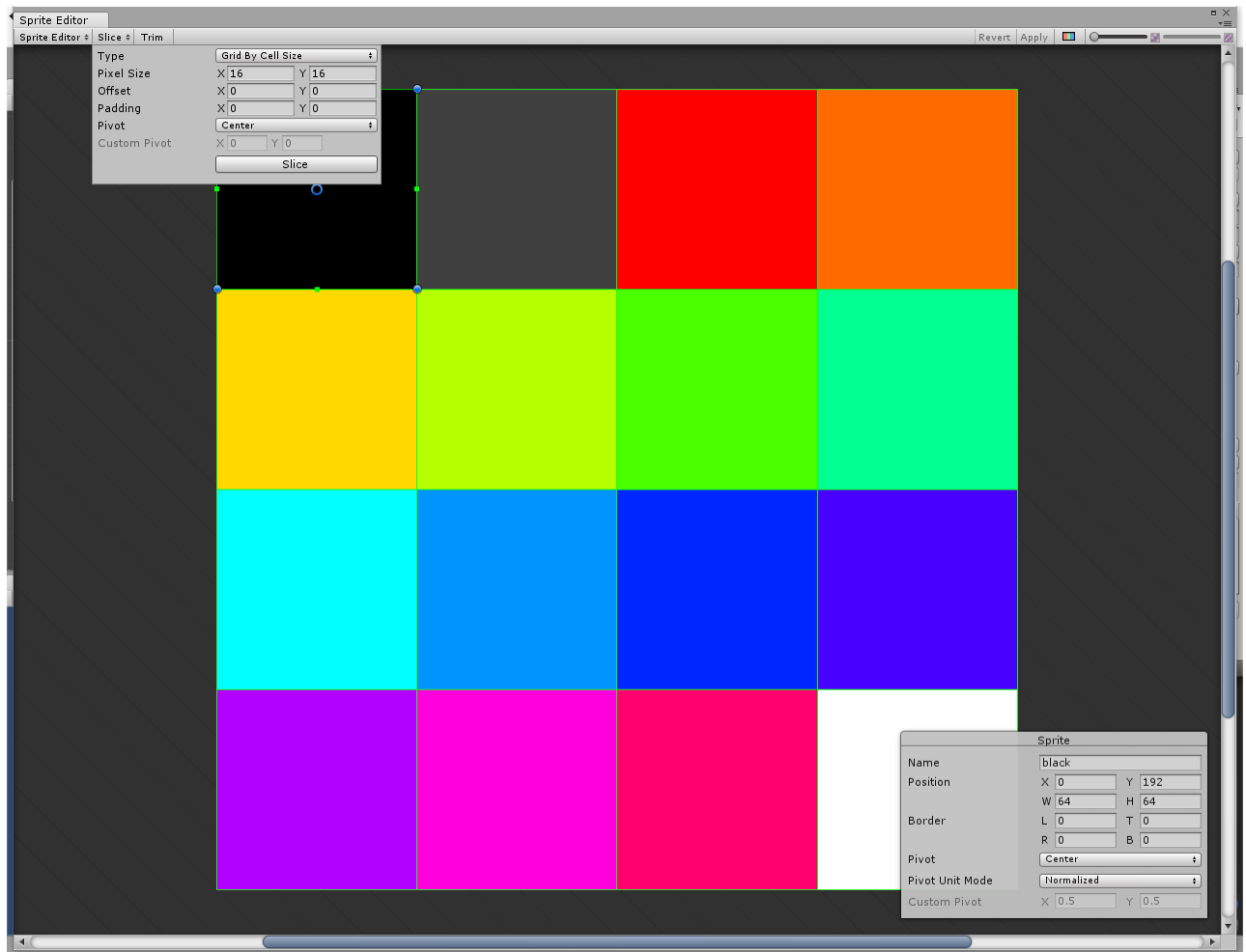For Allowing white-space you will have to use the following settings:

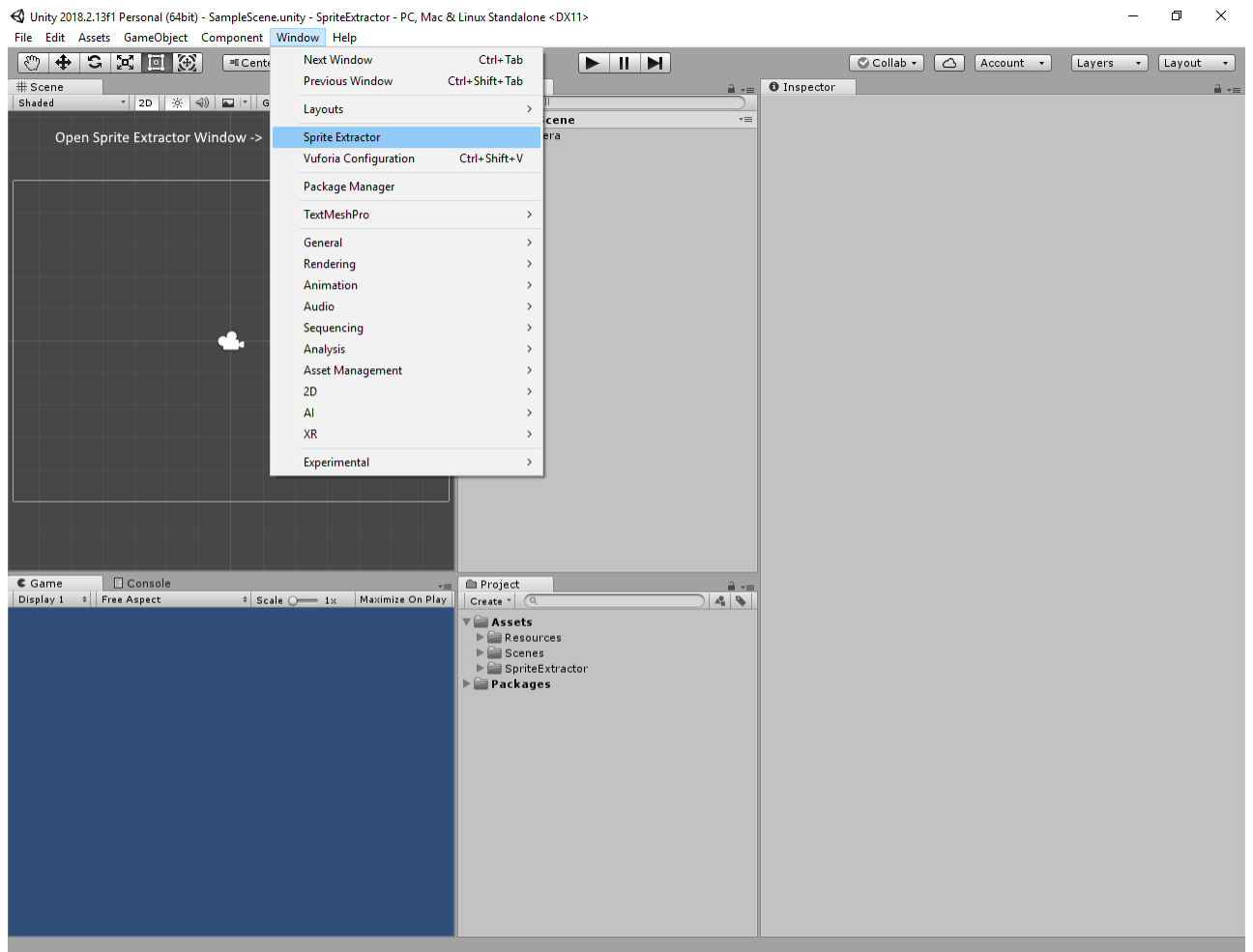Mesh Type = Full Rect
Extrude Edges = 0

1.2. Sub Sprite Slicing

You will have to slice your sprites using Unity's slicing function or you will have to do it manually.
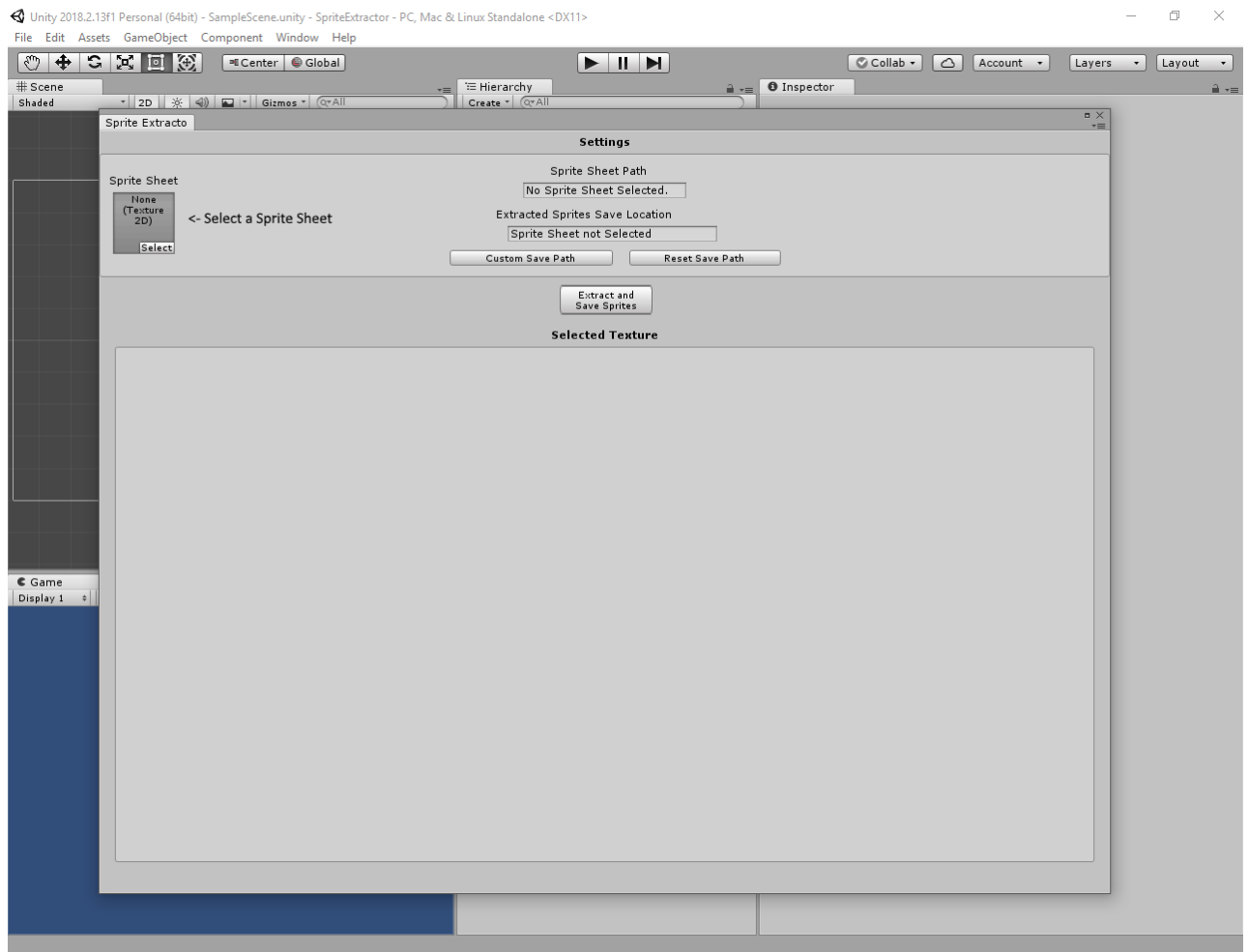
2. Opening the Sprite Extractor Window

Find and Open the Sprite Extractor Window by going to Window->Sprite Extractor.
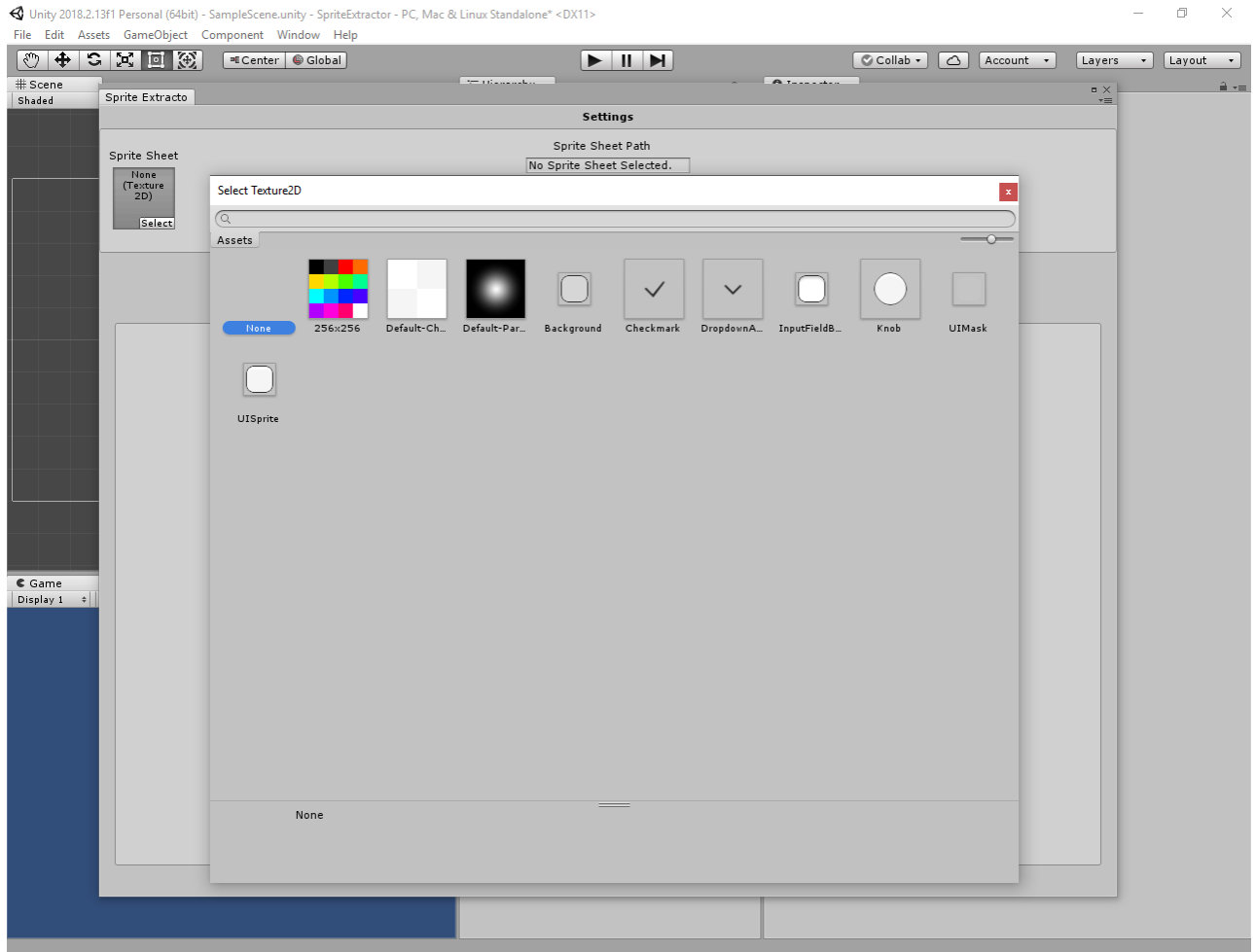
3. Sprite Extractor Default Window

The Sprite Extract Default Window.

4. Finding or Selecting Sprite Sheet

You need to Find a Sprite Sheet by clicking on the Select option or Drag and Drop a Sprite Sheet onto the Select option.

This tool cannot be used to Extract Sprites from Artwork that is not in the current project!
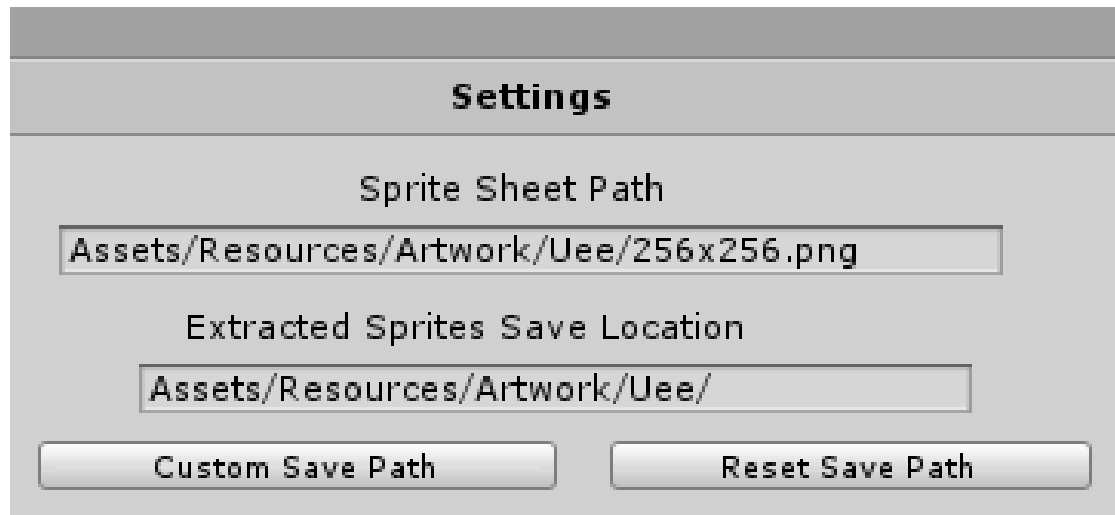
5. Selecting a Custom folder or Using the Default location of the Sprite Sheet

You can use the Sprite Sheets Default location within Unity as a default location to where the Sub Sprites will be Extracted to.

Additionally, you can use the Custom Save Path Button to choose a folder of your choice. This folder may be any folder on your system.

NB!!! If you do choose a custom folder that is not within the current Projects Assets Folder, Unity will not display the Extracted Sprites. You will have to remember where you Extracted them!!!
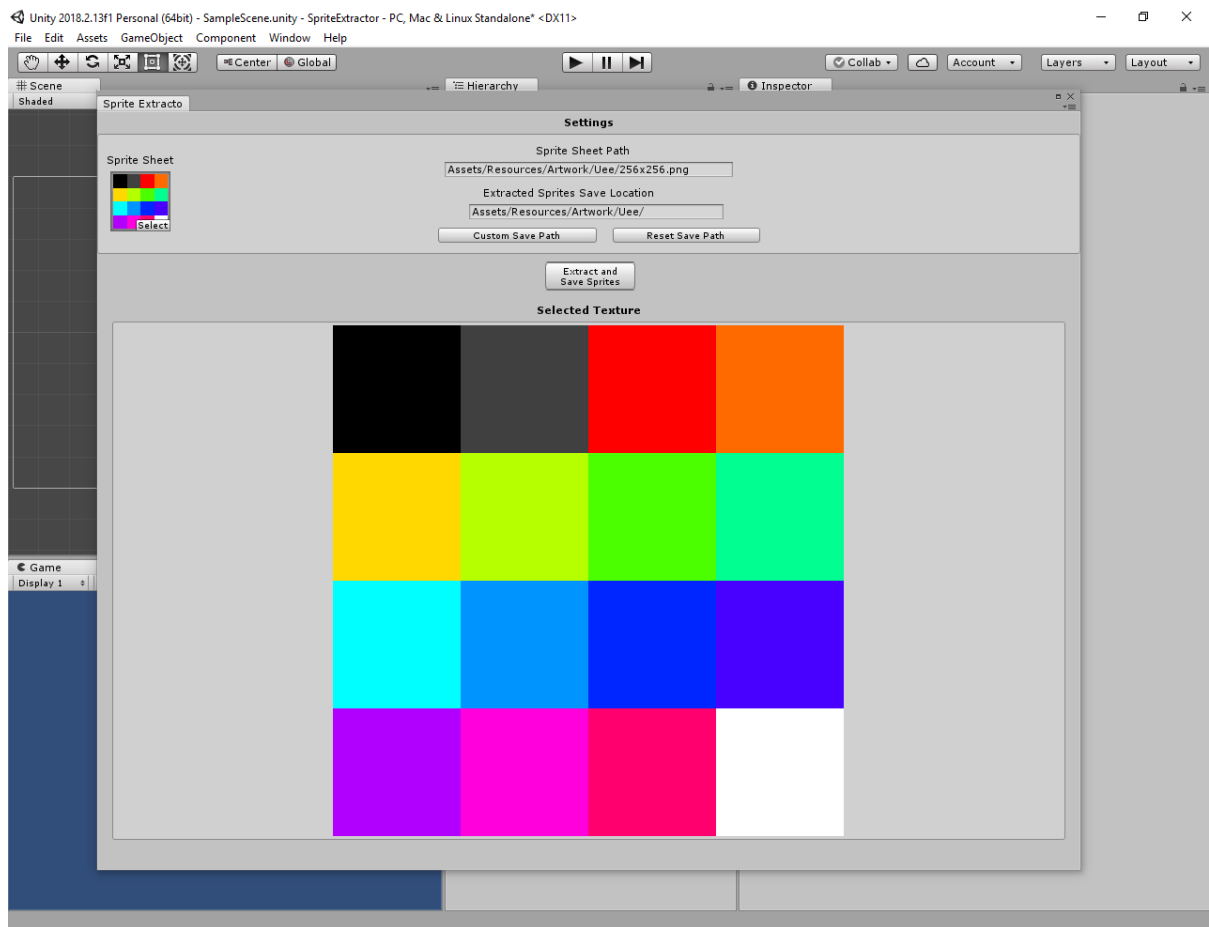
6. Extract the Sub Sprites

Once you have Clicked the "Extract and Save Sprites" Button, your sprites will be extracted and written to .png images for use.

7. Locating the Extracted Sprites

You can locate your Extracted Sprites by navigating to the custom folder that you specified earlier in step 5. Otherwise check your current Unity Project for them.